Cryptrick (クリプトリック)

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Players: 3-5
Playing time: 20 minutes

You are a cryptocurrency trader. Buy and sell cryptocurrencies according to market trends and build immense wealth. However, please be cautious. If the computational complexity of the blockchain becomes enormous, your assets may suddenly plummet. Judge the circulation carefully and strive to become a top trader!

CARDS: Cards 1-6 in 5 different suits. Two fixed trump cards with rank 3.

PREPARATION: Use a number of suits as equal as the number of players (choose 3 suits for 3 players, 4 suits for 4 players, all suits for 5 players) and the 2 fixed trump cards. Store the remaining cards in the box as they will not be used in the game. The person who recently bought or sold cryptocurrency becomes the first dealer.

SETUP: Shuffle and deal 6 cards to each player. One of the two remaining cards that were not dealt is revealed. The color of the revealed card becomes the trump for this round. Additionally, white (fixed trump) always becomes a trump. If the revealed card is white, the trumps will be white only.

GAMEPLAY: The dealer reveals one card from their hand. This card is not yet the leading card. Starting from the player to the left of the dealer and going clockwise, each player (except the dealer) declares whether they want the revealed card or not.

- When one or more player declares they want the revealed card, the player who made the last declaration receives the revealed card and gives one card from their hand to the dealer. Then, the dealer plays the received card as the leading card by placing it in front of themselves.
- When no player declares interest in the revealed card, the dealer plays the revealed card as the leading card by placing it in front of themselves.

After that each player, in clockwise order starting from the player to the left of the leading player, plays a card. They must-follow suit if they have a card of the same color as the leading card in their hand.

Once everyone has played one card, the winner is the player who played the highest ranked trump card. If no trump card was played, the player who played the highest ranked following the led suit wins the trick. In case of a trump with the same number, the card played later is considered stronger.

The winner of the trick collects all the cards that were played, that will be used for scoring. Separate them from your hand and place them face-up so that the suits and values are visible.

The winner of that trick becomes the new lead player and leads the next trick by playing a card of their choice.

SCORING: When you run out of cards, end the round and calculate your score. The score is determined by the acquired block cards (all 3-5 cards have blocks), cards without blocks do not count.

- 0 blocks: 5 points regardless of the number.
- 1 to 3 blocks: score is determined by multiplying the number of block cards by the number of suits present in those block cards.
- 4 or more block: score is equal to the number of block cards.

END OF GAME: When all three rounds have been completed, the player with the highest score is declared the winner. In the case of a tie, the victory is shared among the tied players.